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Eidos Interactive are proud to present...



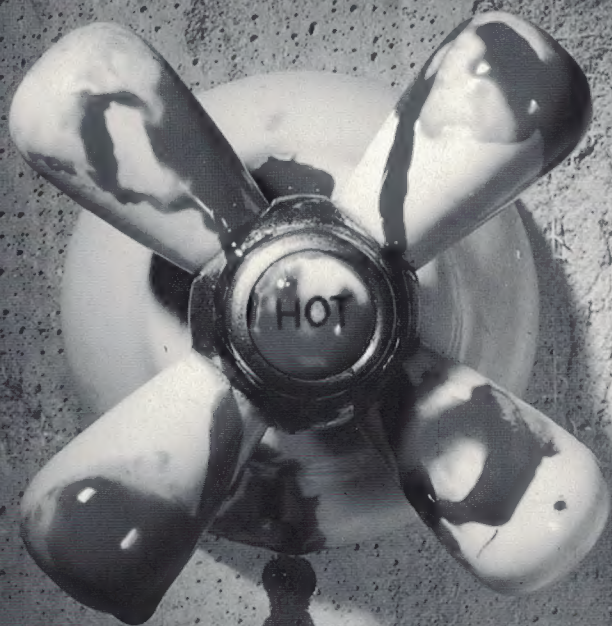
EIDOS
INTERACTIVE

BLOOD



Something bloody this way comes...

HENCE, LOATHED MELAN
OF CERBERUS, AND B
MIDNIGHT BORN
CAVE FORLORN
HORRID SHAPE
SHRIEKS
SIGHTS



BLOOD



Eidos, the company that brought you the ground-breaking *Tomb Raider*, is proud to present the bloodiest gore-fest you could ever want. *Blood* is coming and over the next few pages Eidos is going to show you the game and introduce you to Monolith, the people who created it...

CHOLY,
ACKEST
N STYGIAN
MONGST
, AND
AND
INHOLY.



MONOLITH
PRODUCTIONS

BLOOD

BLOOD

Some games create new genres. Other games define those genres and become the benchmark for any other games to be judged against. Welcome to the new definition of 3D first-person action games - *Blood*.

This journey into the darkness of madness started a long time ago when you were a loyal member of the society known as the Cabal. Loyalty has its price though and many, many, many men have died at your hand as you proved your allegiance to the leader of the Cabal, The One That Binds - Tchernobog.

All that's known of Tchernobog is rumour and mutterings distilled from the rantings of the insane but one thing is certain - Tchernobog has grown stronger with each life given to his name and now His hunger is such that should He manifest His presence among us, all of mankind will be eternally damned. Or worse even. Made to play console games.

So you've got this dirty great 'orrible old spirit-type thing called Tchernobog who's going to destroy the world - that alone sounds like reason enough to pick up your pitchfork and go after him. And as every dirty great 'orrible old spirit-type thing should, Tchernobog's got a whole army of minions who are going to try and stop you achieving your goal (see boxout for more details on just a few of the adversaries you can expect to find in *Blood*). So, armed with your rusty pitchfork, you're off on a gore-fest adventure that will have the hair on the back of your



Flame on! An enemy feels the effects of the impressive Flare Gun. That should teach 'em not to mess around with you!

neck standing up and will turn your eyes the size of saucers.

Blood's 3D engine is the Advanced Build Engine, an improved version of the Build engine designed by 3D Realms and used to such excellent effect in *Duke Nukem 3D*. The Advanced Build Engine allows new gameplaying experiences however such as 'rooms above rooms' and 3D Voxel sprites. With multi-layered rooms the believability of the environments is enormously enhanced. Those hairs really will be standing up! And the 3D Voxel sprites enable items in the environments (power-ups, new weapons and so on) to spin - a feature much appreciated by

anyone who's tried finding power-ups in other 3D first-person games.

An improved graphics engine is one thing, but where the Advanced Build Engine really scores points is in the amount of freedom it's allowed the designers. The playing areas are much more integrated and complex than anything before and that's allowed the designers to be much more creative, versatile and downright sneaky. Danger can come from all sides and in more ways than ever before which really helps to make the environments much more dynamic and exciting. It may be a 3D first-person game but you can expect lots of vertical depth.

BLOOD

ALL MANNER OF FOUL AND FETID BEASTS AWAIT YOUR SOUL. MOST OF THEM ARE IN A



Kicking heads around the screen can be fun...

Graphics are one thing but an area of the gameplaying experience that developers often fail to pay enough attention to is the use of sound. *Blood* will take your ears to places you wish they'd never been. In games as in movies, a good horror atmosphere relies on surprise and anticipation as well as hordes of monsters appearing out of nowhere. Expect both in *Blood* thanks partly to the amount of effort that's been put in on the sound design. Having a true 3D sound system in a 3D action game helps: picture yourself walking down the dark halls of an eerie old



Meet some mad monks armed to the teeth. Spooky!

mansion, there's an audible floorboard creak behind you, you whirl round and find yourself face-to-face with an abomination from the underworld, and the rotten thing's toting a shotgun. *Blood*'s all about maximizing both the horror and action elements of gaming - and that means instead of sticking tons of monsters round each and every corner, it means sticking tons of monsters in the places that are going to cause the most pain and fear to the player. Tee hee. It's this attention to detail that makes *Blood* stand out from the rest, the sound of a bullet

**PRETTY BAD
MOOD TOO SO
HERE ARE JUST A
FEW OF THE
REVOLTING**

**MINIONS TCHERNOBOG
HAS MANAGED TO GATHER
AROUND HIM...**

CHOKING HANDS

The corpses that the minions of Tchernobog use to make zombies aren't always in the best of shape. Sometimes only a single limb is salvageable. Usually the Cabal's surgeons can fashion various bits and pieces into a servicable undead soldier, but certain left-over parts can be effective all on their own. If one of these horrors gets hold of you you've got to get rid of it before it kills you.



PHANTASMS

These relentless phantoms harvest the souls of their victims with vicious scythes. Because they exist more in the land of the dead than the world of the living, they are only vulnerable when attacking. Watch for them to solidify before striking or your ammo and effort will be wasted.

CHRYSLIDS

These demonic seed pods are a greenhouse favourite throughout the horrible establishments you will traverse and they're always on the lookout for fresh fertiliser. Their acid spit and whip-like tentacles will teach you to respect your greens!



The Flare Gun takes out another baddie. Those other two haven't got long for this world either. Burn, baby, burn!

BLOOD

CHEOGH



Cheogh rules over all gargoyles but he has long yearned to hold a higher rank in Tchernobog's army. His jealousy toward the Chosen was never kept secret. Now that you have been cast from Tchernobog's graces, envy has boiled into sheer abiding hatred. Cheogh will be anxious to meet you again and express his feelings for you.

SHIAL, MOTHER OF SPIDERS



The spider demon Shial makes her lair deep within the earth in the frozen north. Surrounded by her arachnid spawn, she skulks through darkness, feeding on those hapless souls who stumble into her cavernous labyrinth or are brought there by her loyal children. Those who fall victim to Shial come to understand the true meaning of the word pain as she digests them alive.

CERBERUS

Named after the mythical guardian of the gates of Hades, this two-headed, fire-breathing demon abides in a dark, sulfurous den hidden to the world of mortals. Ferocious and nigh-on invulnerable, Cerberus is the deadliest adversary you will face aside from Tchernobog Himself. And as if that wasn't bad enough, you're going to have to destroy both heads to get past him.



Grotesque graphics and scary sounds all together in Blood.

richocheting off of an object will change depending on what the object's made from - bullets sound different coming off steel than coming off wood. These seemingly minor points help to suspend the disbelief and enable the player to become completely immersed in the gaming experience.

As you'd expect, playing in single and multi-player modes are two very different experiences. In single player mode you're going to have to think on your feet a lot more. The game's packed with puzzles (not forgetting all them monsters) so caution and intelligent progression pay more rewards than a 'close your eyes and go barrelling in' attitude. Get into the Bloodbath multi-player mode however and that's just the attitude you need - the player with the biggest guns and biggest desire to kill everything else is going to be the one that comes out alive.

The balance between the two gaming modes is crucial and Monolith have concentrated on trying to get that balance just right. In multi-player mode many of the levels are tighter and



Flying demons can prove deadly. But they all bleed...

smaller than almost anything you'd find anywhere else and this is balanced by having single-player levels that are absolutely huge.

But that's only part of the story. Monolith have been attentive enough to make the weapons work differently in each mode. Consider the Voodoo weapon (see boxout for a taste of just a few of the particularly nasty weapons that are going to be at your disposal), in single-player mode it's highly effective at destroying Zombies (it causes them to disintegrate actually) and is pretty hot at destroying monsters from a distance.

Use the weapon in multi-player



Just because it's dead, that doesn't mean it's useless...

mode and it becomes tremendous for sniping with as it's relatively undetectable, it does fair damage and can cause such injuries as blindness (poke the Voodoo Doll in the eye) as well as making your opponent holster their weapons (poke it in the shoulder). Other effects can be achieved by poking the Doll in various other places. Ahem.

But again, *Blood* goes deeper than most other 3D first-person games with



Got an aerosol can? You got yourself a deadly weapon...

BLOOD

Tchernobog's allies are armed to the teeth (if they've got 'em) so you're going to need to

gather your own arsenal. Each weapon has a primary and an alternative fire and many can be powered up with the 'Guns Akimbo' bonus (very John Woo, believe us!).

THOMPSON'S MACHINE GUN

The Tommy Gun is a favourite weapon of the Cabal for its rapid fire rate and impressive accuracy. On the down side it does tend to use up ammo supplies pretty swiftly. The alternative mode is a strafing attack that covers a wider area with twice as many bullets and this can be a very effective way of clearing out a room.

DYNAMITE BUNDLES

Light one and chuck it at a group of zombies and you will be rewarded with a shower of red rain and chunks of rotting flesh. The longer you hold down the fire button, the further you throw the bundle. The primary mode explodes on impact while the alternative method will allow the bundle to burn all the way down before it explodes which can make for some very satisfying traps.

PROXIMITY DETONATORS

These are by far the nastiest explosives you'll ever come across. You can scatter them around and concern yourself with other matters. As soon as someone steps near one, you hear a far-off boom and accompanying shrieks of agony. Use the alt-fire to drop them at your feet and bear in mind that once you've dropped 'em they're just as likely to go off if you get near 'em as anyone else.

AEROSOL CAN

Hairspray may not seem like the most daunting weapon, but apply it to a cigarette lighter and you've got an instant flamethrower (don't try this in real life as you're likely to blow your hands off. Or your face. Or both. You have been warned). While its range is rather limited, its effectiveness is high. You can also light one and use it as a Molotov Cocktail by chucking it into a group of adversaries. The alternative fire mode will see you dropping the burning can so it can explode once the cap has burnt down.

PICKED UP LIFE ESSENCE



Another foul demon tastes your pitchfork. Hurrah!

themselves. The movement and jumping and interacting with objects, whether they be at eye-level, foot-level or overhead is all silky smooth and feels very solid. Absolutely everyone who plays this game is going to be well intrigued with the way the character moves through the game.

If you are over eighteen (hey! we said it was a gore-fest, we don't want anyone getting their hands on *Blood* unless they're responsible enough to be able to handle the very adult content - and we're not talking anything out for the lads here!) if you love first-person action games (even if you've never tried one then *Blood's* the perfect game to get you started) and can't wait to rip the flesh off a zombie, or take on a gargoyle or a frightening Cheogh then keep a keen eye peeled for the imminent release of *Blood*. Thankfully, it's absolutely dripping with it...

System Requirements:
(details soon to be confirmed).

Light up a bundle of deadly dynamite and chuck it!

its innovative damage system - imagine your character has been unfortunate enough to be on the receiving end of a particularly nasty flaming weapon. Now your priority is to seek out some water with which to douse yourself before your health, which is gradually being reduced, hits zero and you're a goner.

Easy control of your character is the most important facet of any game and Monolith have ensured that more than enough testing has gone into how your character interacts with the environment - real world physics are only part of the answer (you haven't seen the bodies fly until you've seen 'em in *Blood!*), but general player movement speeds are faster than just about any other game and the whole control system fits in so well with the atmosphere, the weapons, the monsters and even the levels

BLOOD

Monolith Productions Inc. is a Kirkland (Washington State, USA) based firm set in the heart of the Silicon Forest and actually right down the street from that other famous PC company Microsoft.

Monolith was founded in 1994 and specializes in *Windows '95* technology specific to gaming, producing jaw-dropping content using Microsoft's DirectX and ActiveX APIs.

The company's comprised of many of the software industry's most talented and creative people (from such diverse and esteemed backgrounds as 3D Realms, Sierra, SSI and Squaresoft amongst others) who are all working towards the same goal – to raise the standards of entertainment through multiple media, be they software, music, movies or whatever. Monolith can do it all and they can do it all better than anyone else.

How do Monolith believe they can back up such a bold boast? Because

they allow their employees that rare luxury – creative freedom. Monolith believes in fostering the creative spirit – they empower their employees, giving everyone a stake in the games being created. As you'd expect, there are artists, engineers, game designers, producers, webmasters, operations personnel, testers and just about anyone else you'd associate with a commercial games company and although everyone has their specific role there is no way a suggestion is ignored because it didn't come through the 'correct channels'. Monolith are gamers at heart and they create their games for their most critical and demanding audience – themselves.

This just happens to give a very pleasant knock-on effect for the rest of the World's gamers – people like you who know something special when they see it – if Monolith are happy with a game then you can bet your bottom dollar you're going to be as well.

But getting to the stage of being able to produce a game of the quality of *Blood* takes time and effort. The founding members of Monolith knew they couldn't just jump in with both feet and hope to survive in today's cut-throat development arena. Foundations have to be laid and so, armed with their simple but clear ideal of producing quality content at any cost, the Monolith CD was born. This compilation of games, music, soundtracks and demos showcased Monolith's broad talent base of artists, engineers and sound designers and it did something else – it got them noticed. Monolith then went onto produce the *Windows '95 Game Sampler* CD for Microsoft which became an instant hit and allowed them to spend the next two years developing *Blood*. We think you'll be impressed, so why not try the shareware version of the game? If you've access to the Internet, point your browser at www.blood.com and keep all the lights on...

THAT BLOOD TEAM IN FULL:

Game Designer	Nick Newhard
Product Manager	Matt Saettler
Build Engine, Editors and Tools	Ken Silverman
Lead Programmer	Nick Newhard
Game Programming	Dan Leeks
	Peter Freese
Level Design	James Wilson III
	Craig Hubbard
Lead Artist and Modeller	Kevin Kilstrom
Sound and Music Development	Daniel Bernstein
	Cassano Thruston
	James Ackley
	Jason Hall
Additional Music Development	Loudmouth



WITHOUT QUESTION,
WHEN HE FIRST DREW THE
SWORD, HE THREW AWAY THE
SCABBARD.

BLOOD